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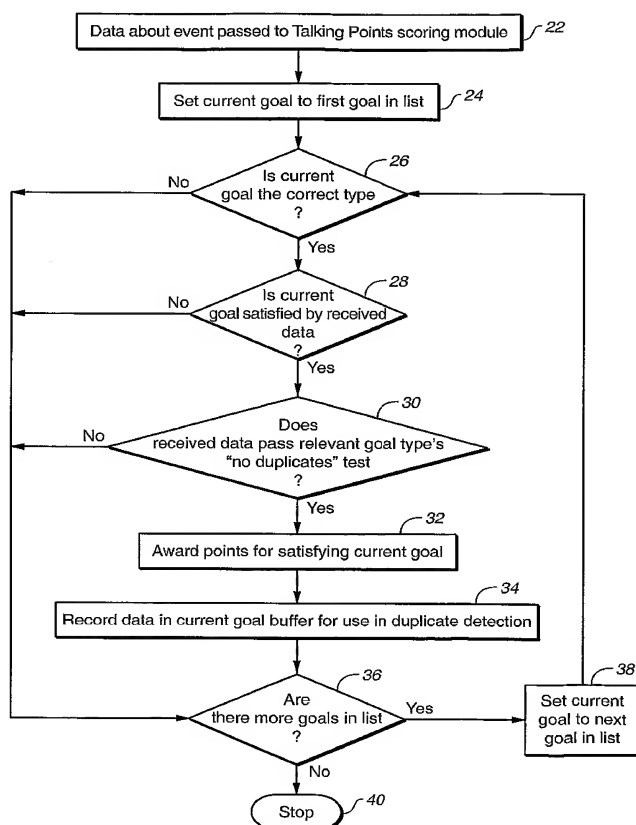
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[Continued on next page]

(54) Title: METHOD OF SCORING THE PERFORMANCE OF ATTENDEES AT A MEETING



(57) Abstract: A method of scoring the performance of attendees at a meeting based upon a predetermined desired performance criteria set by a meeting organizer or sponsor. All attendees at the meeting wear electronic tags where goals for the tag-wearer's meeting performance, such as session attendance, survey completion, conversing with certain people, etc., are stored. Each goal has an associated score, and the scores also are retained in the tag. From these goals and scores, a total score is computed from the plurality of scores, the total score being indicative of the overall performance of the attendee at the meeting measured against the predetermined desired performance criteria.



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METHOD OF SCORING THE PERFORMANCE OF ATTENDEES AT A MEETING

BACKGROUND OF THE INVENTION

5 This invention relates to a performance scoring system to provide feedback on an attendee's performance at a meeting or convention.

Several years ago, nTAG Interactive Corporation developed an interactive tag to be worn around the neck of attendees at a convention. This tag has the ability to
10 electronically communicate with other attendees wearing tags when the attendees face each other in conversation. The tags typically exchange data electronically before the attendees even have a chance to talk to each other, providing information to each of the two attendees about what they have in common. The tags also have the capability of communicating wirelessly with readers, such as RFID readers or WiFi or WiMax
15 transceivers. These tags are described in U.S. Patent Application No. 10/396,064, filed March 24, 2003, entitled Apparatus and Method for Enhancing Face-to-Face Communication, which is hereby incorporated herein by reference.

SUMMARY OF THE INVENTION

20 Recently a new method of using the tags was discovered whereby the tags automatically score an attendee's performance at the meeting or convention based upon pre-established criteria, typically set by the meeting organizer or sponsor. This scoring system was found to provide a powerful incentive to attendees to behave in ways considered desirable by the organizer or sponsor, particularly when prizes were
25 awarded to high scorers.

Briefly, the method of scoring the performance of an attendee at a meeting of this invention is based upon a predetermined desired performance criteria set by a meeting organizer or sponsor. The attendees at the meeting wear computing devices, called
30 "tags" of the type described in the above-referenced Patent Application, that can

communicate with other tags worn by others as well as with a central server or computer system.

The method of the invention uses the following steps:

- 5 1) recording on a wearable computing device worn by an attendee at a meeting a plurality of indicia of performance of the attendee at the meeting;
- 2) assigning a score to each of the indicia based upon predetermined performance criteria, thereby obtaining a plurality of scores; and
- 3) computing a total score from the plurality of scores, the total score
10 being indicative of the performance of the attendee at the meeting measured against the predetermined performance criteria.

BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a picture of a tag displaying to the wearer possible points that he or she may
15 obtain by certain actions at the event;

Fig. 2 is another picture of a tag indicating that the person to whom the tag wearer is talking has an associated point value established for talking to him;

20 Fig. 3 is a picture of a tag showing the wearer's cumulative points obtained at the time as measured against total possible points that may be obtained by the wearer;

Fig. 4 is a flow chart showing how event triggers are used to measure meeting performance goals of attendees;

25

Fig. 5 is a screen showing a tabulation of goal points achieved by the top 10 point winners at the event;

Fig. 6 is a screen showing a tabulation of goal points achieved by the top 10 point winners at the event for each of three categories of attendee (Executive, Vendor, and Staff);

- 5 Fig. 7 is a screen available to a meeting organizer providing survey information regarding a speaker at a particular session of the meeting;

- Fig. 8 is a screen available to the meeting organizer showing ratings of speakers provided by various attendees at a session where the speaker made a presentation,
10 broken down by category of attendee; and

Fig. 9 is a table screen used by the event organizer or sponsor to set the various goals of the meeting.

15 DETAILED DESCRIPTION OF THE INVENTION

- Referring to Fig. 1, the scoring method of the invention uses tag 10 described in the above-referenced Patent Application as one of the sources of data used to compute a tag wearer's score based on events that take place at the meeting. Such events can include, for example, meeting certain people, attending certain sessions, completing
20 certain surveys, or scoring above a given level on quizzes. Some organizers like to give quizzes after a session to see how well the attendees were paying attention.

- Returning to the example of Fig. 1, the tag wearer's name is printed at the top of the tag as "Sally J. Williams." The company name below Sally's name, "nTAG
25 Interactive," is the assignee of this invention.

As fully described in the above-referenced Patent Application, the tags used in this invention have two reading modes: one is where the tag is being read by someone talking to the tag wearer; and the other is where the tag is read by the tag wearer

herself. The mode shown in Fig. 1 is the latter. Note that Item 1 on the tag is highlighted, and says: “(0/240) Session Attendance – 20 pts ea.” What this tells the wearer, Sally, is that she can obtain a maximum of 240 points by attending certain sessions at the meeting she is attending, and that, so far, she has attended no sessions and obtained 0 points (“0/240”). This line on the tag also tells Sally that there are 12 possible sessions she can attend, and that each is worth 20 points, for a maximum total of 240 points.

Line 2 shows that Sally can obtain points by filling out a survey, most likely before, during, or after a session. For each survey completed, line 2 shows that she can earn 15 points. Since there are 12 sessions at the meeting, each one has a survey, so she can earn 180 points if she fills out all 12. These surveys are usually completed on the tag itself. When Sally enters a session room, her tag communicates with a short range wireless transceiver, such as an RFID reader. This transceiver can send information to her tag, as well as pass information on her tag back to a central server. When Sally passes the RFID reader in the session room, since the reader knows that Sally is attending the particular session offered at the time Sally enters the room, the server can automatically download to Sally’s tag the correct survey associated with the session being conducted at that approximate time in that room. Sally then completes the survey on her tag, preferably by using the three buttons 12, 14, and 16 on her tag in response to multiple choice answers to survey questions. Buttons 12 and 14 are scroll up and down buttons, respectively, and button 16 is a “select” button. She can scroll through the possible answers to each survey question using up and down buttons 12 and 14 until her chosen answer is highlighted on LCD screen 18, and then she hits the select button 16. When she is finished, her survey response is sent from her tag to the central server, typically by the same RFID reader in the session room where Sally is attending.

Line 2 of Sally’s tag shows that she has completed no surveys at this time, which stands to reason since line 1 indicated that she had attended no sessions. Line 3 of Sally’s tag shows that she can earn 30 points by finding people at the meeting who

like the same TV show as Sally. When Sally entered her personal data in advance of the meeting, either through the Worldwide Web or on a computer at the meeting site, all as described in the above-referenced Patent Application, she indicated her favorite TV show was "Sex and the City." Therefore, for each person she talks to at the

5 meeting who also indicated that Sex and the City was his or her favorite TV show, Sally can earn points. Line 3 shows she has not matched TV shows with anyone yet, but by doing so, she can earn a maximum of 30 points. (This could be, for example, 5, 10, or 15 points for each person she matches with, as determined in advance by the meeting organizer and programmed into the tags.)

10

Referring to Fig. 2, tag 10 is in the mode where it is being read by a person, Reed, to whom its wearer, Sally, is talking. As described in the above-referenced Patent Application, when the tag is in this mode, the print is larger so it can be read by Reed, who is looking at Sally's tag hanging around Sally's neck. When viewing Sally's tag,

15 Reed sees a dollar sign and bag icon next to his name. His name appears on Sally's tag because the tags have communicated and each tag knows the identity of the other person. This identity has been sent across the two tags using infrared communication. That line on Sally's tag tells Reed that talking to Sally is earning him points. The fact that Reed talked to Sally is recorded in Reed's tag (and also the fact that Sally talked

20 to Reed is recorded in Sally's tag).

The lines below on Sally's tag indicate what type of knowledge Sally and Reed have. Since there are two "people" icons next to "Knows Health and Nutrition," both Sally and Reed have this specified type of knowledge. The single person icon next to

25 "Quality Science" indicates that only Sally has this knowledge, not Reed.

Referring to Fig. 3, a menu is shown on tag 10. This screen is in the mode where it is to be viewed by its own wearer, Sally. If she clicks on the first line shown, she can obtain information about Reed, a person with whom she had conversed earlier. If she

30 clicks on the next line numbered "1," she can obtain a listing of all the people she talked to. Line 2 shows her that she can obtain a total of 800 points by doing

prescribed actions at this meeting (including, inter alia, actions such as talking to certain people, attending sessions, filling out surveys, etc.), and at the time she is reading her own tag, she has accumulated a total of 26 points. By clicking on line 3, Sally can fill out a survey on the nTAG system. It is possible that points may be
5 assigned by the event manager for filling out that survey. Selecting line 4 enables Sally to check out her own data that she furnished in advance of the meeting. Finally, line 5 is a conventional "help screen."

Fig. 4 is a flow chart showing the method of the invention used to track events on a tag. The actual code used to implement the method described in the flow chart of
10 Fig. 4 is appended to this application as Appendix A. At step 20, an event that happens to a tag wearer triggers a scoring update. For example, the event may be where the tag wearer meets another person, attends a session, or completes a survey. For purposes of illustration, assume a first tag wearer meets a second tag wearer. The
15 first tag wearer's tag communicates, for example, using infrared transmission, with the second tag wearer's tag. Both tags record the "event" of the two wearers meeting each other. Thus an "event" is triggered in the first wearer's tag, shown at step 20. However, this event may or may not be one that is accorded points by the meeting sponsor or organizer.

20 In step 22, data about the event, in this example, "meeting another tag wearer," is passed to a code module in the first wearer's tag. The data that is passed includes the type of event (meeting another tag wearer) as well as information about the other tag wearer. The tag then goes through a list of goal types one at a time. In step 24, the
25 current goal is set to the first goal on a list of goals. In step 26, a test is carried out to determine if the current goal is the correct type. Since the example is a "meeting another tag wearer" type of goal, this step 26 will determine if the "current goal" is a "meeting another tag wearer" goal. If not, the procedure skips to step 36 to look for the next goal type in the list.

If the current goal type is the correct type, then the method passes to step 28 where a test is carried out to determine whether the current goal is satisfied by the received data. For example, where Reed talked to Sally, talking to Sally may or may not have been credited any points by the meeting organizer. Therefore step 28 would return a
5 “no” if no points were credited, and the method is passed to step 36 to look for more goal types. However, if meeting Sally was awarded points (and it was because her tag told Reed that she was the bearer of points because her tag displayed a bag with a dollar sign), then the test in step 28 is satisfied, and the method goes on to step 30.

10 In step 30, a test is carried out to determine if the event being evaluated is a duplicate event. For example, if Reed already had met Sally earlier and was thus already accorded points in his tag, step 30 would fail the “no duplicates” test and pass on to step 36 to look for more goal types. However, if this was the first time Reed had met Sally, the “no duplicates” test in step 30 would be passed, and the method goes on to
15 step 32, where award points are given for meeting Sally, and they are recorded in Reed’s tag. The award points are also recorded in step 34 in a current goal buffer in Reed’s tag for use in the duplicate detection step 30. When duplicates are checked in this step 30, if the event was a “meeting customer” type event, the method will check (1) if that customer had been met before by the tag wearer (eliminating the second
20 meeting as a “duplicate,”) and (2) if there is a limit on the number of available customer meeting points (for example, three). The event would be eliminated in this step if the tag wearer already had met the maximum three customers. In either case (1) or case (2), no points would be awarded.

25 Next, the method passes to step 36 to determine if there are more goals in the goals list contained in Reed’s tag that might match the event (the event being meeting Sally). It is possible, for example, that Reed’s meeting Sally could satisfy multiple goals. There could be a goal for meeting someone with Sally’s particular knowledge, and another goal for meeting a predetermined number of executives, of which Sally is
30 one.

Next the method passes to step 38 to check the next goal in the list on Reed's tag. The method, in this manner, cycles through all goals listed in Reed's tag, which may include goals of meeting people, survey completion goals, meeting attendance goals, quiz completion goals, and any other goal types set by the meeting organizer. If the event was not of the type that satisfied a goal listed in Reed's tag, that goal would be eliminated in step 26 as the wrong type. Once all the goals have been checked, the method in step 40 stops.

When a session attendance event passed to the code module, the flow chart of which is shown in Fig. 4, the tag will go through each goal on its list of goals contained in the tag to see if the session attendance event matches the goal type of each goal on the list of goals. Goals in the list that are a different type (not session attendance) will be skipped over. When a session attendance goal is found on the list, the method may check for the time period that the session occurred to be certain that the tag wearer did not already get credit for attending a different session during the same time period. As was described in the above-referenced Patent Application, the tags keep track of time and have this data available for computations. This check will be carried out in step 30, where any session attended during a session time slot will be considered a duplicate of another session attended during the same time slot. Typically, organizers do not want attendees roaming from session to session in an attempt to get points for each of them. Similarly in the case of a "survey completion" or "quiz" event, the method in step 30 will check to be sure that this same survey or quiz had not been completed earlier.

At the end of the meeting, or at intervals during the meeting, data is retrieved from the tags from a wireless transceiver, such as an RFID reader. This will provide to a database on a central server all the events that were triggered on the attendee's tag, as discussed above. The cumulative results can be displayed on a screen in a form such as that shown in Fig. 5 which shows a listing of the top 10 point winners at an event. This information can be gathered during the event, when attendees pass by readers, or continuously if the tags transmit wirelessly all the time, for example, using WiMax or

WiFi transmissions. It can also be gathered after the tags are collected at the end of the event, when the tags can easily be read in a number of ways including a wired connection to the server computer either directly or through a LAN, an infrared transmission, or a wireless transmission.

5

Fig. 6 shows the top 10 point winners in each category of attendee, such as Executive, Vendor, and Staff. At the discretion of the event organizer, the number of points awarded for meeting staff people may be fewer than those awarded for meeting executives, customers, or even key vendors, which categories are often deemed more desirable contacts. The same discretion applies to attendance at sessions. Some sessions may be deemed by the organizer to be more important, and he or she may thus award more points for attendance at those sessions. Similarly, surveys or quizzes can vary in importance to the organizer, and thus bear different point awards.

10

15

Other things may be deemed of overriding importance. For example, no points may be awarded to anyone who does not return his or her tag at the end of the session. Furthermore, points may be awarded for meeting goals only at certain times. For example, more points may be awarded for meeting a particular person on the first day of the session, as opposed to meeting that same person on subsequent days. Since the tags keep track of time, it is easy to include a time factor when calculating an award.

20

In Fig. 7, survey data is displayed from survey data entered by each meeting attendee into his or her tag. At column 40 in Fig. 7, a list of possible ratings is shown. In column 42, the percent of those completing the survey who ranked the speaker with the indicated ranking, such as excellent, good, average, below average, or poor (shown in column 40) is shown. 75% of the attendees (which in this case was 222 people, as shown in column 44) ranked the speaker "excellent." 69 people, or 23%, ranked the speaker as "good."

25

If desired, as shown in Fig. 8, these ratings can be broken down by the type of attendee completing the survey. This “type” indication is stored in each individual’s tag. For example, attendee types can include resellers, vendors, speakers, analysts, guests, press, prospects, etc. In Fig. 8, it may be interesting to the event organizer, for example, that the press ranked the speaker lower than did resellers.

Furthermore, goals can be limited to certain classes of tag wearers. For example, if your tag indicates you are a salesman and a particular goal is only awarded to salesmen (and not to staff, for example), the goal awarding process established by the event organizer, discussed above, will determine the classification of the tag wearer (from data in his or her tag) in awarding the points and only award them to members of that class. Since attendees may be classified as to “type” (staff, customer, press, etc.), different behaviors may be scored differently for various types of attendees. For example, it may be valuable to the organizer that a customer fill in a particular survey or take a particular quiz, but a member of the press doing so may have no value. Hence points, in that case, would only be awarded to customers.

Events can also be cumulated. For example, a certain number of points may be awarded for meeting a speaker in person, and an additional number for attending the session where the speaker spoke. If desired, bonus points may be awarded in case an attendee did both. And, for example, even more points may be awarded as a bonus if the attendee spoke to the speaker at the session as opposed to other times during the meeting.

If desired, the method of the invention can generate a “performance report” on an attendee. Such a report can, for example, show a listing of the sessions attended, the people the attendee met (including qualifications of these people as well as their contact data which can be sent from tag to tag as discussed in the above-referenced Patent Application), surveys or quizzes completed, and so on. It can also show individual or cumulative times spent at sessions, at booths, schmoozing, etc.

Fig. 9 shows a table used by the event organizer or sponsor in setting goals for the meeting. As shown in the third column 50, some goals may have more than one instance. For example, it is possible to meet more than one customer, but the organizer may want to limit the total number of points awarded for meeting

5 customers. In this case, the maximum number was limited to three customers. Since each customer is worth four points, it would be possible for the tag wearer to earn twelve points by meeting three different customers.

The other goals shown in column 52 of Fig. 9 are self-explanatory. The first goal
10 listed requires answering poll questions. The last two goals in column 52 require completing the answers to trivia questions and answering either a high number of trivia questions (or a high percentage of the most difficult ones) so as to be awarded 25 bonus points as a "trivia guru." In column 54, a descriptor may be assigned to an attendee, such as "customer," "journalist," or "speaker." In column 56, conditions
15 may be assigned to a goal, such as the goal being required to be reached on a specific day, as discussed earlier. Alternatively, the persons that the tag wearer must meet to win points may be only of a certain industry type, such as biotechnology or nanotechnology. If the wearer meets people from a different industry type, no points will be awarded.

20

An example of goal types are listed in Table I, below.

Table I

160 Possible points

(0/10) Meet people from a different geography (1 point for each of ten people)

25 (0/10) Meet people from Asia (5 points for each of two people)

(0/5) Meet people with the same research interest (maximum 5 at 1 point each)

(0/40) Meet top executives (maximum 4 at 10 points each)

(0/20) Visit Platinum Partner Exhibitors (maximum 4 at 5 points each)

(0/20) Visit product demonstrations (maximum 2 at 10 points each)

(0/20) Attend keynote sessions (maximum 5 at 4 points each)

(0/15) Attend closing session (15 points) (a popular one to prevent attendees leaving early)

(0/20) Answer keynote session survey (20 points)

5 (0/20) Answer keynote session quiz with a score of 80% or higher (30 points)

The invention is not limited to the preferred embodiment described above, but only as set forth in the claims which follow.

```

;Add
;    multi goal set handling
;    Deal with how we're going to get scores out for multiple
goal sets
5  ;;    Rules
;    Friction

;Exclusivity
;    More than one goal can now be satisfied per scan
10 ;    If you want only one goal to fired, modify goal rules
    appropriately (e.g. use findPerson test)

;Multiple goal sets
;    Currently only reporting on main goal set to myinfo and to rf
15

defmodule payout [
    enum GoalType 0 [reader person questionSet descMenu guru
questionSetAnswerToggled secretPartner mutualCardExchange]
20
    global [goalCount instanceCount currentGoal currentGoalSet
myPayoutIconState]

    strings activityShortTitleString [|TitleFooGS0| |TitleFooGS1|]
25    strings activityTitleString [|TitleFooFooGS0| |TitleFooFooGS1|]
    strings headerString [|HeaderGoo| |HeaderGooToo|]
    strings scorePrefix [|$|]

30
    defstructa instance tInstances [
        uniqueId1 word
        uniqueId2 word
        text string instanceTextSize
35    ]

    defstructa Goal tGoals [
        type word
        instanceMax word
        instanceCount word
40        instanceStart word
        instancePoints word
        testAndRecord word
        description word
        set word
45        ;which goal set does

this show up in
    ]

    defstruct needsSend [
50        total word
        goaltotal bits tGoals
    ]

    strings treasureHuntMenu [
55        [setn 0]
        ;id
        [setn 0]
        ;entry -- not called, since this menu doesn't get called
like ordinary submenu

```

```

    [setn 2]
    ;THeaderLines
    [setn 1 + goalCount]
    ;TMenuItems -- +1 for goback item
5    [setn 1]
    ;numberStart
    [setn menu.genericTestSelection]
    ;testSelection
    [drawstr nth currentGoalSet headerString nextline
10    nextline]
    ;drawHeaderText
    [menu.genericDrawMenuItemText]
    ;drawMenuItemText
    [menu.genericOnSelectItem]
    ;onSelectItem
15    0
    ;stringRef
    [setn treasureHuntGetMenuItemType]
    ;getMenuItemType
    [treasureHuntGetMenuItemText]
20    ;getMenuItemText
    [setn treasureHuntGetmenuItemAction]
    ;getMenuItemAction
    [menu.genericInitialize]
    ;initialize
25    [setn 0]
    ;agreement
    [setn 0]
    ;disagreementA
    [setn 0]
30    ;disagreementB
    [setn isPayoutRuleInvisible]
    ;needOffer
    ]

35    strings treasureHunttreasureFoundMenu [
    [setn 0]
    ;id
    [setn 0]
    ;entry
40    [setn 2]
    ;THeaderLines
    [setn 1 + goalInstanceCount currentGoal]
    ;TMenuItems -- +1 for goback item
    [setn 1]
    ;numberStart
    [setn menu.genericTestSelection]
    ;testSelection
    [menu.genericDrawHeaderText]
    ;drawHeaderText
45    [menu.genericDrawMenuItemText]
    ;drawMenuItemText
    [menu.genericOnSelectItem]
    ;onSelectItem
50    0
    ;stringRef
    [setn treasureHunttreasureFoundGetMenuItemType]
    ;getMenuItemType
    [treasureHuntTreasureFoundGetMenuItemText]
    ;getMenuItemText
55

```



```

        [setn treasureHuntTreasureFoundGetmenuItemAction]
            ;menuItemAction
        [menu.genericInitialize]
            ;initialize
5       [setn 0]
        ;agreement
        [setn 0]
        ;disagreementA
        [setn 0]
10      ;disagreementB
        [setn 0]
        ;needOffer
        |People I've Found|
        | |
15      ]

        addstruct beta [isTreasure word]

20      ;--event handlers-----
        -----

        addhandler setupEvent 50 [
25            setupTreasureHunt
            setupTreasureGoals
        ]

        addhandler receivedBetaEvent 40 [ ;make sure this runs before
30      beta greeting
            scanGoals person
            setMyPayoutIconState getIconState n ; n is zero if
no goals worked, one if success, two if in friction mode
        ]
35      addhandler receivedAlpha2Event 60 [ ;*** modified this to run
after aboutus.receivedAlpha2Event which runs compareDescriptors
            scanGoals person
            setBetaIsTreasure mine getIconState n ; n is zero if
40      no goals worked, one if success, two if in friction mode
        ]

        addhandler rf.sendHighPriorityChunkEvent 30 [
45            sendChunk
        ]

        ; addhandler myinfo.addToMyInfoEvent 20 [
        ;     addstr nth 0 activityTitleString
        ;     addstr "|: |
50      ;     if nth 0 scorePrefix [addstr nth 0 scorePrefix]
        ;     addnum calcActualScore mainGoalSet
        ;     addstr "| / |
        ;     if nth 0 scorePrefix [addstr nth 0 scorePrefix]
        ;     addnum calcPossibleScore mainGoalSet
55      ;     addstr "|`|
        ; ]

        addhandler rf.chunkReceivedEvent 50 [
            scanGoals reader

```

```

    ]

    addhandler questionSet.qsCompletedEvent 50 [
5      scanGoals questionSet
    ]
    addhandler questionSet.answerToggledEvent 50 [
      scanGoals questionSetAnswerToggled
    ]

10    addhandler questionSet.isGuruEvent 50 [
      scanGoals guru
    ]

    addhandler chooseDescriptors.chooseDescMenuSelectEvent 50 [
15      scanGoals descMenu
    ]

    addhandler secretPartner.foundPartnerEvent 50 [
20      scanGoals secretPartner
    ]

    addhandler mutualCardExchangeEvent 50 [
      scanGoals mutualCardExchange
    ]
25    ;--setup-----
-----

    to setupTreasureHunt
30      setgoalCount 0
      setinstanceCount 0
      memset &needssend needssendsize 0
    end

35    to setupGoal :type :max :points :code :description :set
      setGoalType goalCount :type
      setGoalInstanceMax goalCount :max
      setGoalInstanceCount goalCount 0
      setGoalInstanceStart goalCount instanceCount
40      setGoalInstancePoints goalCount :points
      setGoalTestAndRecord goalCount :code
      setinstanceCount instanceCount + :max
      setGoalDescription goalCount :description
      setGoalSet goalCount :set
45      setgoalCount goalCount + 1
    end

    ;--goal definitions-----
50 -----
    ;goal defs need to:
    ;   do all tests (no tests are done automatically now)
    ;   on success, set n appropriately
    ;   on success, set thestring and call recordInstance
55

    ;--person goals-----

    to uniqueDescVal :descType

```

```

        ;for particular desc type, tests to see whether you have
desc that I haven't seen yet
        let [descVal stringdb.findDescriptorByType :descType
yours]
5
        if isPersonFound alphaID yours [stop] ;already
used this person as treasure, so can't score again
        if :descVal = 0 [stop]
        ;couldn't find any desc of that type, so no score
10        if isId2InGoal currentGoal :descVal [stop] ;already
found this particular desc, so can't score again
        clearstr
        addstr &alphaFirstName yours addstr " | | addstr
&alphaLastName yours
15        addDescTextIfAvailable :descVal
        frictionizedRecordInstance currentGoal alphaId yours
:descVal 1
        end

20        to hasDescriptorSetGoal :descIDList
        ;for list of desc IDs, tests to see whether you have one
of these desc
        if isPersonFound alphaID yours [stop] ; already
used you as treasure, so can't score again
25        let [i 0]
        repeat count :descIDList [
            if -1 != stringdb.findDescriptorLocMineYours (nth
:i :descIDList) yours [
30                clearstr
                addstr &alphaFirstName yours addstr " | |
addstr &alphaLastName yours
                frictionizedRecordInstance currentGoal
alphaId yours (nth :i :descIDList) 1
35                make "i :i + 1
            ]
        ]
        end

        to hasDescriptorGoal :descID
40        ;tests to see whether you have a particular descriptor

        if isPersonFound alphaID yours [stop] ;already
used this person as treasure, so can't score again
        if (stringdb.findDescriptorLocMineYours :descID yours) =
45        -1 [stop] ;person doesn't have descriptor, so fail
        clearstr
        addstr &alphaFirstName yours addstr " | | addstr
&alphaLastName yours
        frictionizedRecordInstance currentGoal alphaId yours 0 1
50        end

        to simpleHasDescriptorGoal :descID
        ;tests to see whether you have a particular descriptor

55        if isPersonFoundInGoal alphaID yours currentGoal [stop]
;already used this person as treasure, so can't score
again
        if (stringdb.findDescriptorLocMineYours :descID yours) =
-1 [stop] ;person doesn't have descriptor, so fail

```

```

        clearstr
        addstr &alphaFirstName yours addstr "| | addstr
&alphaLastName yours
        recordInstance currentGoal alphaId yours 0 1
5         end

        to sameDescWithType :descType
            ;for a given desc type, tests whether you and I have the
same desc value
10         ;only works when you have one desc of a given type
            let [yourDescID stringdb.findDescriptorByType :descType
yours
                myDescID stringdb.findDescriptorByType :descType
mine]
15         if isPersonFound alphaID yours [stop]
            ;already used this person as treasure, so can't score again
            if (:yourDescID = 0) or (:myDescID = 0) [stop] ;false if
you or I don't have desc
20         if :yourDescID != :myDescID [stop]
            ;false if you or I don't match
            clearstr
            addstr &alphaFirstName yours addstr "| | addstr
&alphaLastName yours
25         frictionizedRecordInstance currentGoal alphaId yours 0 1
        end

        to multiSameDescWithType :descType :myDesiredMatch
:yourDesiredMatch
30         ;; the "desired match" values are -1 if the match value
doesn't matter, otherwise the match value must be the specified value

            if isPersonFound alphaID yours [stop]
            ;already used this person as treasure, so can't score again
35         if (stringdb.countDescsInCommon :descType :myDesiredMatch
:yourDesiredMatch) = 0 [stop] ;no desc of this type in common, so
fail
            clearstr
40         addstr &alphaFirstName yours addstr "| | addstr
&alphaLastName yours
            addDescTextIfAvailable stringdb.lastDescInCommon
            frictionizedRecordInstance currentGoal alphaId yours 0 1
45         end

        to multiSameDescWithNeedOfferMatch :descType
            ;looks to see if I have a need offer match with other
person for particular desc type
50         let [descId stringdb.findNeedOfferMatchDescByType
:descType]

            if :descId = 0 [stop] ;no need offer match for given
desc type
55         if isPersonFoundInGoal alphaID yours currentGoal [stop]
            ;I have already scored you for this goal (less restrictive than
isPersonFound check)
            clearstr

```

```

        addstr &alphaFirstName yours addstr "| | addstr
&alphaLastName yours
        addDescTextIfAvailable :descId
        frictionizedRecordInstance currentGoal alphaId yours
5  :descId 1

        end

        to difDescWithType :descType :allowDescRepeats?
10      ;for given desc type, tests to see if you have a
        different descval than me, and one I haven't seen yet
        ;only works when you have one desc of a given type

        let [yourDescID stringdb.findDescriptorByType :descType
15      yours
            myDescID stringdb.findDescriptorByType :descType
            mine]

        if isPersonFound alphaID yours [stop]
20      ;already used this person as treasure, so can't score again
        if (:yourDescID = 0) or (:myDescID = 0) [stop] ;false if
        you or I don't have desc
        if :yourDescID = :myDescID [stop]
        ;false if you or I don't match
25      if (not :allowDescRepeats?) and (isID2InGoal currentGoal
        :yourDescID) [stop] ;false if I've already scored on your descVal
        clearstr
        addstr &alphaFirstName yours addstr "| | addstr
&alphaLastName yours
30      addDescTextIfAvailable :yourDescID
        frictionizedRecordInstance currentGoal alphaId yours
        :yourDescID 1
        end

35

        to mutualCardExchangeGoal
        if isPersonFoundInGoal (alphaID yours) currentGoal [stop]
        ;already used this person as treasure, so can't score
40      again
        clearstr
        addstr &alphaFirstName yours addstr "| | addstr
&alphaLastName yours
        setn 1
45      ;no friction
        recordInstance currentGoal alphaId yours 0 1
        end

        ;--other types of goals -----

50      to completedQuestionSetGoal :qsList
        let [qsListi 0]
        clearstr
        repeat count :qsList [
55      if (questionSet.getQuestionSetIndex (nth :qsListi
        :qsList)) = questionSet.QSCompletedNum [
            ;just completed qs that is part of this goal
            recordInstance currentGoal
            questionSet.QSCompletedNum 0 1
            don't really

```

need to record qsnum. It's not getting checked, because qs code only calls completedQS event one time

```

    setn 1 ;qs goal, so no friction
    stop
5      ]
      make "qsListi :qsListi + 1
    ]
  end

10  to guruGoal
    ;; adds one every time a new guru type is scored
    (different type is determined by different triviaAnswers)
    if questionset.triviaAnswers = 0 [stop]
      ;; no trivia now
15    if isID1InGoal currentGoal questionset.triviaAnswers
    [stop] ;; already won this trivia game, why are you still playing?
    setn 1
      ;no friction
    recordInstance currentGoal questionset.triviaAnswers 0 1
20  end

    to sessionGoal
      sessionGoalSpoof currentGoal
    end

25  to sessionGoalSpoof :targetGoalId
    let [chunkSlotid (rf.bfread rf.&downchunkdata 8 8)
        chunkGoalId (rf.bfread rf.&downchunkdata 0 8)
30  10]

    if :targetGoalId != :chunkGoalID [stop]
    ;downloaded chunk goal didn't match rule goal, so fail
    if isID1InGoal currentGoal :chunkSlotid [stop] ;already
    gotten payout for this slot in in the agenda, so fail
35  clearstr
    setn 1
      ;reader goal, so no friction
    recordInstance currentGoal :chunkSlotID 0 1
40  end

    to sureThingGoal
      setn 1
      recordInstance currentGoal 0 0 1
    end

45  to-withmodule choosedescriptors descMenuGoal :menuList
    if chooseDescriptors.chooseUnique = 0 [stop]
      ;this choice didn't come from one of the meta
50  desc lists that we're supposed to count
    if isID1InGoal currentGoal chooseDescriptors.chooseUnique
    [stop] ;have gotten credit for filling in this menu already, so
    stop

    let [menulist 0]
55  repeat count :menuList [
      if (nth :menuListI :menuList) =
    chooseDescriptors.chooseUnique [
      setn 1
      clearstr

```

```

                                recordInstance currentGoal
chooseDescriptors.chooseUnique 0 1
                                stop
                                ]
5      make "menuListI :menuListI + 1
    ]
  end

10  -----
    ;--goal test stuff-----

    to isPersonFound :uid
      ; check for person id across all person-type rules
15      let [Goali 0]

      repeat goalCount [
        if ((goalType :Goali) = person) [          ;only
check if it is a person-type Goal
20        if isID1InGoal :goali :uid [output 1]
        ]
        make "Goali :Goali + 1
      ]
      output 0
25    end

    to isPersonFoundAtAll :uid
      ; check for person id across all person-type rules
      let [Goali 0]
30      repeat goalCount [
        if ((goalType :Goali) = person) or ((goalType
:Goali) = mutualCardExchange) [          ;only check if it is a
person-type Goal
35        if isID1InGoal :goali :uid [output 1]
        ]
        make "Goali :Goali + 1
      ]
      output 0
40    end

    to isPersonFoundInGoal :uid :goalid
      if ((goalType :Goalid) != person) and ((goalType :Goalid)
!= mutualCardExchange) [output 0]
45      if isID1InGoal :goalid :uid [output 1]
      output 0
    end

    to isID1InGoal :goal :id
50      let [instancei goalInstanceStart :goal]

      repeat goalInstanceCount :goal [
        if (instanceUniqueId1 :instancei) = :id [output 1]
        make "instancei :instancei + 1
55      ]
      output 0
    end

    to isID2InGoal :goal :id

```

```

        let [instancei goalInstanceStart :goal]

        repeat goalInstanceCount :goal [
            if (instanceUniqueId2 :instancei) = :id [output 1]
5           make "instancei :instancei + 1
        ]
        output 0
    end

10    to scanGoals :type
        let [goali 0 result-n 0]

        repeat goalCount [
            tryGoal :goali :type
            if (n != 0) and (:Result-n != 1) [make "result-n n]
15           make "goali :goali + 1
        ]
        setn :result-n
    end

20    to tryGoal :goalId :type
        setn 0
        if (goalType :goalId) != :type [stop]
            ;not the right type, so fail
25         if (goalInstanceCount :goalId) = (goalInstanceMax
:goalId) [stop] ;already maxed out, so fail
        setCurrentGoal :goalId
            ;currentGoal is used in
goalTestAndRecord code fragments
30         run goalTestAndRecord :goalId
    end

    to inFriction?
        if not doFriction? [output 0]
35         let [loc list.findid greetedrecently alphaId yours]
        if :loc = -1 [output 1]
        if (timestamp - greetedrecentlylastheardfrom :loc) < (max
1 (120 / time.seconds-per-tick)) [output 0]
        output 1
40    end

    to getIconState :lastGoalValue
        if :lastGoalValue [output :lastGoalValue]
        output isPersonFoundAtAll alphaId yours
45    end

    to addDescTextIfAvailable :descid
        stringdb.lookupDescriptor :descid 0
        if (stringdb.descLookupID 0) > 0 [
50           ;found descriptor in table, so add text after name
            addstr "| ("
            addstr stringdb.&descLookupText 0
            addstr "|)"
        ]
55    end

    ;--goal record stuff-----
    -----

```



```

        to frictionizedRecordInstance :goalid :uniqueId1 :uniqueId2
:reportOverRf?
        ifelse inFriction? [
5              setn 2
              ][
              recordInstance :goalid :uniqueId1 :uniqueId2
:reportOverRf?
              setn 1
10             ]
        end

        to recordInstance :goalid :uniqueId1 :uniqueId2 :reportOverRf?
15      :goalID)]
        let [loc (goalInstanceStart :goalId) + (goalInstanceCount
        if (goalInstanceCount :goalID) = (goalInstanceMax
:goalID) [stop] ;shouldn't get here, but just in case
        setInstanceUniqueID1 :loc :uniqueId1
20      setInstanceUniqueID2 :loc :uniqueId2
        storestr thestring &instanceText :loc
        setGoalInstanceCount :goalID (goalInstanceCount :goalID)
+ 1
        if :reportOverRf? [
25      setNeedsSendTotal 1
        setNeedsSendGoalTotal :goalid 1
        enqueueInstanceChunk :goalid :uniqueId1 :uniqueId2
        ]
        end
30      to copyInstancesFrom :goalId
        loop [
        if not ((goalInstanceCount :goalID) >
        (goalInstanceCount currentgoal)) [stop]
35      let [loc (goalInstanceStart :goalId) +
        (goalInstanceCount currentgoal)]
        clearstr addstr &instanceText :loc
        sim-debug 4000 + :goalid (goalInstanceCount
:goalID)
40      sim-debug 5000 + :goalid (goalInstanceCount
currentgoal)
        recordInstance currentGoal (InstanceUniqueID1 :loc)
        (InstanceUniqueID2 :loc) 1
        ]
45      end

        ;--scoring-----
-----

50      to calcActualScore :goalSet
        let [Goali 0 totalScore 0]

        repeat goalCount [
        if (goalSet :Goali) = :goalSet [
55      make "totalScore :totalScore +
        ((goalInstanceCount :goali) * (goalInstancePoints :goali))
        ]
        make "Goali :Goali + 1

```

```

        ]
        output :totalScore
    end
5    end

    to calcPossibleScore :goalSet
        let [Goali 0 totalScore 0]
10        repeat goalCount [
            if (goalSet :Goali) = :goalSet [

                make "totalScore :totalScore +
((goalInstanceMax :goali) * (goalInstancePoints :goali))
15                ]
                make "Goali :Goali + 1
            ]
            output :totalScore
        end
20    to isGoalComplete? :goalid
        output (goalInstanceCount :goalid) = (goalInstanceMax
:goalid)
        end
25    ;--main treasure hunt menu-----
    -----

    to runPayoutGoalsMenu :goalSet
30        setCurrentGoalSet :goalSet
        menu.pushMenuStack treasureHuntMenu
    end

    to countGoalsInSet :goalSet
35        let [Goali 0 inSet 0]

        repeat goalCount [
            if (goalSet :Goali) = :goalSet [
40                make "inSet :inSet + 1
            ]
            make "Goali :Goali + 1
        ]
45        output :inSet
    end

    to makeTreasureHuntMenuEntry :goalSet
        clearstr
50        addstr nth :goalSet activityShortTitleString
        addstr "| ("
        if nth 0 scorePrefix [addstr nth 0 scorePrefix]
        addnum calcActualScore :goalSet
        if nth :goalset activityIncludeDenominator [
55            addstr "|/"
            if nth 0 scorePrefix [addstr nth 0 scorePrefix]
            addnum calcPossibleScore :goalSet
        ]
        addstr "|)"

```

```

        setn thestring
    end

    to treasureHuntGetMenuItemType
5        if menu.menuDisplayItem = 0 [output menu.action]
            ;go back action
        if (menu.menustackmenu 0) = menu.secretMenu [output
menu.action]
        if menuIsPerson (menu.menuDisplayItem - 1)
10            [output menu.submenu] ;people-type Goal, so
        action type = go to submenu where people names get shown
        output menu.action
            ;reader-type Goal, so action type = no
    op
15    end

    to treasureHuntGetMenuItemText
        if menu.menuDisplayItem = 0 [strcpy "| \ Done|
&strMenuItem stop]
20        let [goalId menu.menuDisplayItem - 1
            ;*** will this work
        if menu items are hidden?
            maxScore (goalInstanceMax :GoalId) *
        goalInstancePoints :GoalId
25        actual (goalInstanceCount :goalId) *
        goalInstancePoints :GoalId]
        clearstr
        if not (:actual < :maxScore) [addchar $89 addstr "| |]
            ;add check mark if actual >= goal
30        ; addchar $24
        addstr "|(|
        if nth 0 scorePrefix [addstr nth 0 scorePrefix]
        addnum :actual
        if nth currentGoalSet activityIncludeDenominator [
35            addchar $2f
            ; addchar $24
            if nth 0 scorePrefix [addstr nth 0 scorePrefix]
            addnum :maxScore
        ]
40        addstr "|)|
        addchar $20
        addstr GoalDescription :GoalId
        menu.theStringToMenuItem ;; storestr thestring
&strMenuItem
45    end

    to treasureHuntGetmenuItemAction
        if menu.menuDisplayItem = 0 [output [menu.handleBack]]
        setCurrentGoal menu.menuDisplayItem - 1
50        if (menu.menustackmenu 0) = menu.secretMenu [output
[adminIncPayout currentGoal]]
        ifelse menuIsPerson currentGoal [
            ;people Goal, so show people menu
            output treasureHuntTreasureFoundMenu
55        ]
        [
            ;reader Goal -- there is nothing to show, so do
nothing
            output [noop]

```

```

        ]
    end

    to menuIsPerson :goalid
5      output ((GoalType :goalid) = person) or ((goalType
      :goalid) = mutualCardExchange)
    end

    to adminIncPayout :goal
10      clearstr
      addstr "|(added by admin)|
      recordInstance :Goal 0 0 1 ;*** not sure this will work
      (but I'm not sure how it worked in payout1 either)
      menu.displayMenu
15    end

    to regIncPayout :goal :id1 :id2 :targetNum
      if not ((goalInstanceCount :goal) = :targetNum) [stop]
      ;; only want to add it if we're in the right place, in case we
20    hear one twice
      clearstr
      addstr "|(reloaded by reg)|
      recordInstance :Goal :id1 :id2 0
      ;menu.displayMenu
25    end

    to isPayoutRuleInvisible
      let [goalid menu.menuDisplayItem - 1]
30      if :goalid < 0 [output 0] ; <-done always visible
      output not (currentGoalSet = goalSet :goalID)
    end

    to noop
35    end

    ;--people found treasure hunt menu-----
    -----

40    to treasureHuntTreasureFoundGetMenuItemType
      output menu.action
    end

45    to treasureHuntTreasureFoundGetMenuItemText
      if menu.menuDisplayItem = 0 [strcpy "| \ Done|
      &strMenuItem stop]
      let [instancei (goalInstanceStart currentGoal) +
      (menu.menuDisplayItem - 1)]
50
      clearstr
      addstr &instanceText :instancei
      menu.theStringToMenuItem          ;; storestr thestring
      &strMenuItem
55    end

    to treasureHuntTreasureFoundGetmenuItemAction
      if menu.menuDisplayItem = 0 [output [menu.handleBack]]
      output [noop]

```

```

end

;--greeting stuff

5   addhandler desc-matching.formatGreetingEvent 5
[makeTreasureHuntGreeting]

    to makeTreasureHuntGreeting
        ;will be displayed on my tag for you
10   ignore addStringToGreeting (getTreasureString
betaIsTreasure yours) mine

        ;will be displayed on your tag for me
        ignore addStringToGreeting getTreasureString
15   myPayoutIconState yours
    end

    to getTreasureString :treasure
20   clearStr

        if :treasure = 1[
            addstr "| _|"
        ]
25   if :treasure = 2 [
            addchar 32      ;; space
            addchar 127     ;; empty moneybag
        ]

30   output thestring
    end

;--rf-----
-----

35   to sendChunk
        if needsSendTotal [
            rf.spyNow rf.payoutchanged calcActualScore
mainGoalSet
40   setNeedsSendTotal 0
            stop
        ]
        let [goalStart findFirstChangedTotal]
        if :goalStart = -1 [stop]
45   sendTotalsChunk :goalStart
    end

    defstruct chunk [
        instance bits rf.chunkBitsSize
50   ]

    to-withmodule rf enqueueInstanceChunk :goalnum :id1 :id2
        rf.initChunk &chunkInstance rf.treasureHuntInstance
        rf.bfwrite &chunkInstance 16 11 (lsh timestamp -5)
55   rf.bfwrite &chunkInstance 27 16 :id1
        rf.bfwrite &chunkInstance 43 16 :id2
        rf.bfwrite &chunkInstance 59 5 :goalnum
        rf.addChunkToLowPriQue &chunkInstance
    end

```

```

    to-nomodule rf enqueueInstanceChunk :goalnum :id1 :id2
        ;; yawn
    end
5
    to findFirstChangedTotal
        let [i 0]
        repeat tGoals [
            if needsSendGoalTotal :i [output :i]
10            make "i :i + 1
        ]
        output -1
    end

15    to sendTotalsChunk :goalnum
        rf.initChunk &chunkInstance rf.treasureHuntTotals
        rf.bfwrite &chunkInstance 16 5 :goalnum
        let [loc 21]
        repeat 7 [
20            if :goalnum < tGoals [
                rf.bfwrite &chunkInstance :loc 6
                goalInstanceCount :goalnum
                setNeedsSendGoalTotal :goalnum 0
                make "loc :loc + 6
25                make "goalnum :goalnum + 1
            ]
        ]
        rf.copyChunkToUpChunk &chunkInstance
30    end

    ]
35

```

We claim:

1. A method of scoring the performance of a first attendee at a meeting based upon a predetermined desired performance criteria set by a meeting organizer or sponsor, wherein attendees at the meeting wear computing devices, comprising:

5 (a) recording on a computing device worn by a first attendee at a meeting a plurality of indicia of performance of the first attendee;

(b) assigning a score to each of the indicia, thereby obtaining a plurality of scores; and

10 (c) computing a total score from the plurality of scores, the total score being indicative of the performance of the attendee at the meeting measured against the predetermined desired performance criteria.

2. A method of scoring performance of a first attendee at a meeting, where the first attendee wears a first computing device that communicates with other computing
15 devices, comprising:

(a) the first computing device ascertaining information which identifies either (a) the identity a second attendee who is wearing a second computing device and who has communicated with the first attendee, or (b) the location of the first attendee at a predetermined time during the meeting;

20 (b) assigning a first score to the information; and

(c) using the first score to compute a total score for the first attendee that is based at least in part on the information.

3. The method of scoring performance of a first attendee at a meeting set forth in
25 claim 1 wherein one of the scores given to the first attendee is a score for entering requested information into his or her computing device.

4. A method of scoring performance of an attendee at a meeting, where the attendee wears a computing device, comprising:

(1) the computing device providing information indicating a location of the attendee at a predetermined time during the meeting;

5 (2) assigning a score to the information;

(3) using the score to compute a total score for the attendee based at least in part on the information.

5. The method of claim 4 wherein a score is also assigned for the attendee
10 entering information into his computing device.

6. The method of claim 5 wherein a combined score is given for both entering information and for being at the location.

15 7. A method of scoring performance of a first attendee at a meeting, where a first attendee wears a first computing device that communicates electronically with other computing devices worn by others at the meeting, comprising:

(1) the first computing device records an electronic communication between the first computing device and a second computing device worn by a second
20 attendee, the communication providing to the first computing device the identity of the wearer of the second computing device;

(2) assigning a score to the communication; and

(3) using the score to compute a total score for the first attendee based at least in part on an identity of the second attendee.

25

8. The method of claim 7 wherein the score is at least in part dependent upon the identity of the second attendee.

9. A method of responding to a survey request made to an attendee at a meeting who is wearing a computing device capable of (1) receiving information from and transmitting information to a transmitter/receiver at a predetermined location, and (2) capable of receiving data from the transmitter/receiver and having data directly

5 entered into it by the attendee, comprising:

(a) transmitting the survey request to the attendee when the attendee is in range of the transmitter/receiver;

(b) the attendee responding to the survey request by entering data into the computing device; and

10 (c) transmitting the entered data through the transmitter/receiver to a central location along with information identifying the predetermined location of the transmitter/receiver.

10. The method of claim 9 wherein the time is also transmitted through the
15 transmitter/receiver.

11. A method of generating a performance report for an attendee at a meeting, comprising:

20 keeping track in a wearable computing device of events performed by the attendee at the meeting, such events including (1) meeting various individuals and (2) attending sessions, the performance report including data obtained from the attendee's computing device relating to the various individuals.

12. The method of claim 11 including the additional event of the attendee
25 providing feedback information through the wearable computing device.

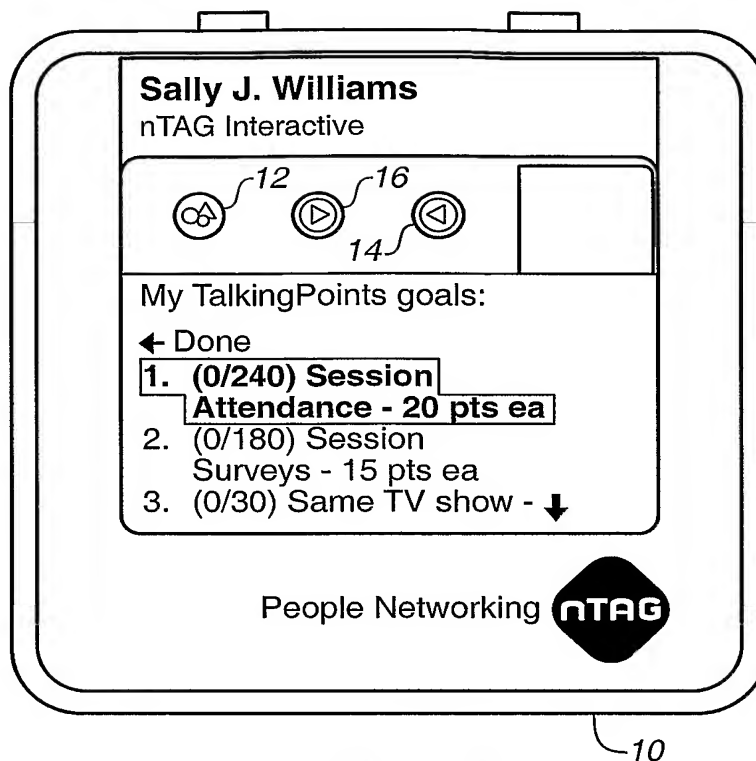
13. A method of generating a performance report for an attendee at a meeting, comprising:

keeping track in a wearable computing device of events performed by the attendee at the meeting, such events including (1) attending sessions and (2) providing
5 feedback information relating to the sessions.

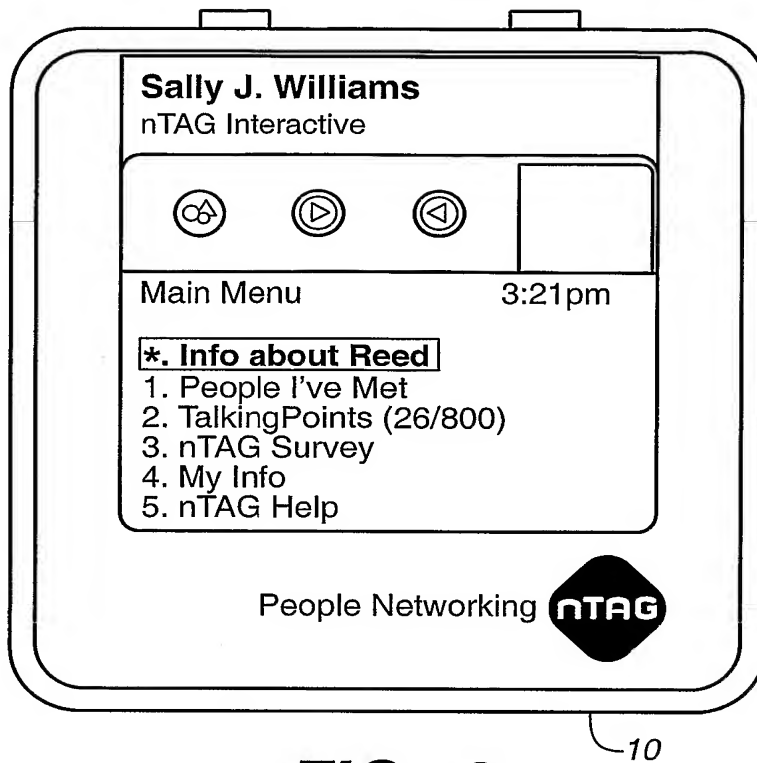
14. A method of generating a report for an event organizer, comprising:

obtaining through a wearable computing device worn by attendees at a meeting information including (1) the identity of individuals or classes of individuals
10 at particular sessions of the event, and (2) feedback from those individuals attending those sessions about the sessions.

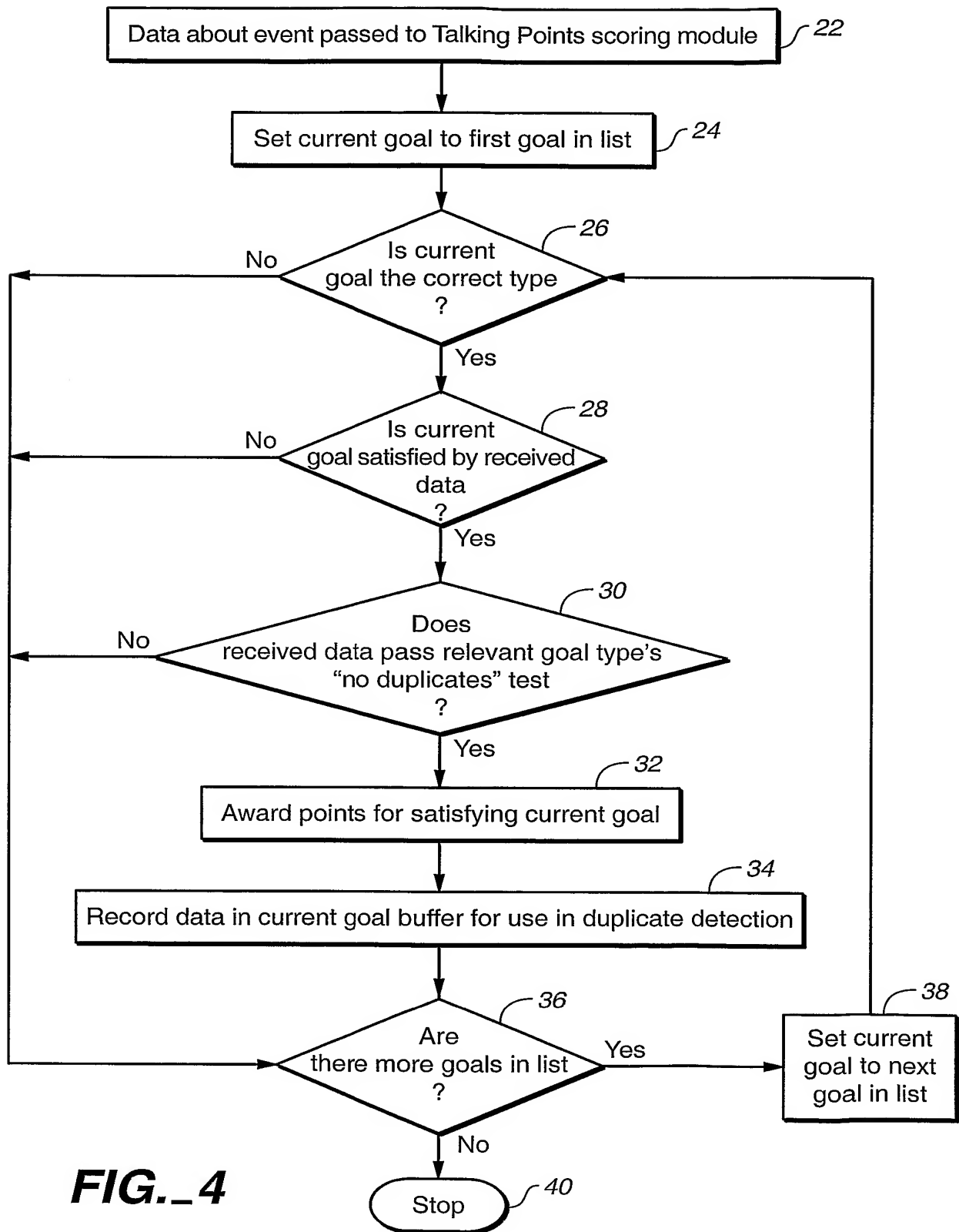
1 / 9

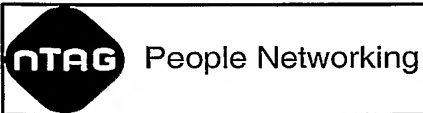
**FIG. 1****FIG. 2**

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**FIG. 3**

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**FIG._4**



Talking Points : Top 10

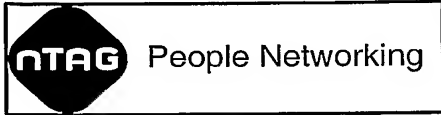
Break Results Down By:

Attendee Type
Zone
 (no breakdown)

save as CSV 

| <u>First Name</u> | <u>Last Name</u> | <u>Company</u> | <u>Points</u> | <u>Attendee Type</u> |
|-------------------|------------------|---|---------------|----------------------|
| Steve | Caraballo | Affymetrix, Inc. | 79 | Attendee |
| Vickie | Weller | Sentigen Holding Corp. | 78 | Attendee |
| Bobby | Donnell | Pozen, Inc. | 77 | Attendee |
| Joshua | Teel | AeroGen, Inc. | 77 | Attendee |
| Esther | Sappington | Quaker Fabric Corporation | 76 | Attendee |
| Leonard | Edens | Eastern Virginia Bankshares, Inc. | 76 | Attendee |
| Victor | Maurice | 1st Source Corporation | 76 | Attendee |
| Loretta | Killough | Boston Private Financial Holdings, Inc. | 76 | Attendee |
| Agnes | Boykin | New Valley Corporation | 75 | Attendee |
| Alan | Hang | Mitsui & Company, Ltd. | 74 | Attendee |

FIG._5

FIG._6A
Talking Points : Top 10
 (broken down by Attendee Type)

Break Results Down By:

Attendee Type
Zone
 (no breakdown)

save as CSV

Attendee

| <u>Rank</u> | <u>First Name</u> | <u>Last Name</u> | <u>Company</u> | <u>Points</u> |
|-------------|-------------------|------------------|---|---------------|
| 1 | Steve | Caraballo | Affymetrix, Inc. | 79 |
| 2 | Vickie | Weller | Sentigen Holding Corp. | 78 |
| 3 | Bobby | Donnell | Pozen, Inc. | 77 |
| 4 | Joshua | Teel | AeroGen, Inc. | 77 |
| 5 | Esther | Sappington | Quaker Fabric Corporation | 76 |
| 6 | Leonard | Edens | Eastern Virginia Bankshares, Inc. | 76 |
| 7 | Victor | Maurice | 1st Source Corporation | 76 |
| 8 | Loretta | Killough | Boston Private Financial Holdings, Inc. | 76 |
| 9 | Agnes | Boykin | New Valley Corporation | 75 |
| 10 | Alan | Hang | Mitsui & Company, Ltd. | 74 |

save as CSV

Executive

| <u>Rank</u> | <u>First Name</u> | <u>Last Name</u> | <u>Company</u> |
|-------------|-------------------|------------------|--|
| 1 | Earl | Daily | Vastera, Inc. |
| 2 | Joshua | Feldman | First Colonial Group, Inc. |
| 3 | Catherine | Conners | CPAC, Inc. |
| 4 | Eugene | Brody | Rocky Mountain Chocolate Factory, Inc. |
| 5 | Veronica | Solberg | Siliconware Precision Industries Company, Ltd. |
| 6 | Billy | Nock | Total Entertainment Restaurant Corp. |
| 7 | Paula | Lundy | VLPS Lighting Services International, Inc. |
| 8 | Adam | Carmack | Plexus Corp. |
| 9 | Tammy | Young | SEI Investments Company |
| 10 | Jessica | Albano | Dawson Geophysical Company |

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save as CSV **Vendor**

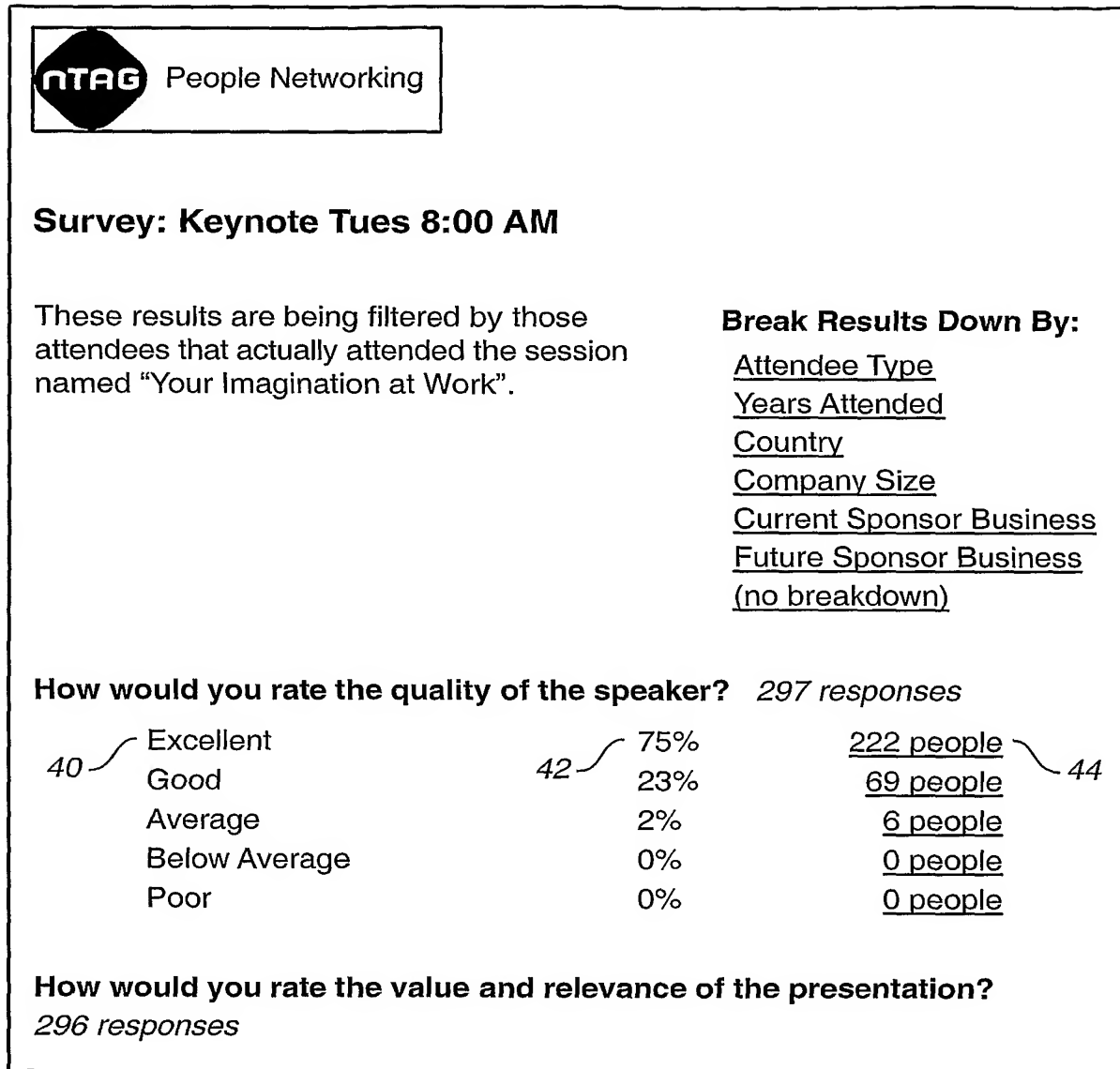
| <u>Rank</u> | <u>First Name</u> | <u>Last Name</u> | <u>Company</u> | <u>Points</u> |
|-------------|-------------------|------------------|---------------------------------|---------------|
| 1 | Glenn | Tharp | BB&T Corporation | 41 |
| 2 | Ramona | Fenner | DPAC Technologies Corporation | 40 |
| 3 | Erma | Mizell | Abington Bancorp Inc. | 35 |
| 4 | Daniel | Belanger | Juno Lighting, Inc. | 34 |
| 5 | Ryan | Eberly | Pathmark Stores, Inc. | 34 |
| 6 | Randy | Tiller | Commonwealth Bankshares, Inc. | 34 |
| 7 | Gloria | Rubio | Standard Management Corporation | 32 |
| 8 | Beverly | Arevalo | Quovadx Inc. | 31 |
| 9 | Jill | Merkel | R&G Financial Corporation | 27 |
| 10 | Vivian | Urias | GSI Commerce, Inc. | 26 |

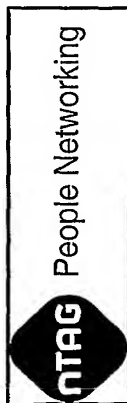
save as CSV **Staff**

| <u>Rank</u> | <u>First Name</u> | <u>Last Name</u> | <u>Company</u> | <u>Points</u> |
|-------------|-------------------|------------------|---------------------------|---------------|
| 1 | Shawn | Kissinger | GeoResources, Inc. | 8 |
| 2 | Josephine | Looper | BB&T Corporation | 7 |
| 3 | Arthur | Colby | LSB Financial Corp. | 5 |
| 4 | Stanley | Lahr | Kennedy-Wilson, Inc. | 5 |
| 5 | Judy | Barfield | PAULA Financial | 5 |
| 6 | Marlene | Costanzo | Maxygen, Inc. | 4 |
| 7 | Jessica | Mohr | Reinhold Industries, Inc. | 3 |
| 8 | Jerry | Mcmurray | Coldwater Creek, Inc. | 3 |

FIG._6B**FIG._6**

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**FIG._7**



Survey: Keynote Tues 8:00 AM (broken down by Attendee Type)

These results are being filtered by those attendees that actually attended the session named "Your Imagination at Work".

Break Results Down By:

Attendee Type
Years Attended
Country
Company Size
Current Sponsor Business
Future Sponsor Business
(no breakdown)

How would you rate the quality of the speaker?

| question | all | Reseller | Vendor | Speaker | Analyst | Guest | Press | Prospect | Access | GE | Unknown |
|------------------------------|-----|----------|--------|---------|---------|-------|-------|----------|--------|-----|---------|
| Excellent (222 responses) | 75% | 74% | 79% | 60% | 0% | 50% | 67% | 100% | 75% | 60% | 0% |
| Good (69 responses) | 23% | 24% | 17% | 40% | 0% | 50% | 33% | 0% | 24% | 40% | 0% |

FIG._8

People Networking

Payout Goals

52

56

54

| <input checked="" type="checkbox"/> | Goal set | Goal name | Goal Instances | Goal points per Instance | Goal type | Goal condition | Desc Type | DS Group | Descriptor | Desc Group | Goal | My desired match | Your desired match | Questionset Trivia |
|-------------------------------------|--|------------------------------------|----------------|--------------------------|------------------------|----------------------|-----------|-------------------|----------------------------|------------|------|------------------|--------------------|--------------------|
| X | Sorted By: Goal ID ascending, Goal set ascending | | | | | | | | | | | | | |
| <input checked="" type="radio"/> | Industry Talking Points | Answer Poll Questions (2 pts) | 1 | 2 | Completed Question Set | Industry Conditional | none | Polling Questions | none | none | none | none | none | none |
| <input type="radio"/> | Industry Talking Points | Meet Customers (4 pts ea) | 3 | 4 | Has Descriptor | Industry Conditional | none | none | Customer (Attendee Type) | none | none | none | none | none |
| <input type="radio"/> | Industry Talking Points | Meet Journalists (2 pts ea) | 3 | 2 | Has Descriptor | Industry Conditional | none | none | Journalist (Attendee Type) | none | none | none | none | none |
| <input type="radio"/> | Industry Talking Points | Meet Speakers (3 pts ea) | 2 | 3 | Has Descriptor | Industry Conditional | none | none | Speaker (Attendee Type) | none | none | none | none | none |
| <input type="radio"/> | Industry Talking Points | Complete Trivia Questions (3 pts) | 1 | 3 | Completed Question Set | Industry Conditional | none | Trivia Group | none | none | none | none | none | none |
| <input type="radio"/> | Industry Talking Points | Attain Trivia Guru Status (25 pts) | 1 | 25 | Guru | Industry Conditional | none | none | none | none | none | none | none | none |

FIG. 9

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International Bureau



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(71) Applicant (for all designated States except US): **nTAG INTERACTIVE CORPORATION** [US/US]; 311 Summer Street, 5th Floor, Boston, MA 02210 (US).

(72) Inventors; and

(75) Inventors/Applicants (for US only): **BOROVY, Richard, D.** [US/US]; 221 Columbus Avenue, #404, Boston, MA 02116 (US). **GORTON, Timothy, M.** [US/US]; 14 S. Russell Street, #1, Boston, MA 02114 (US).

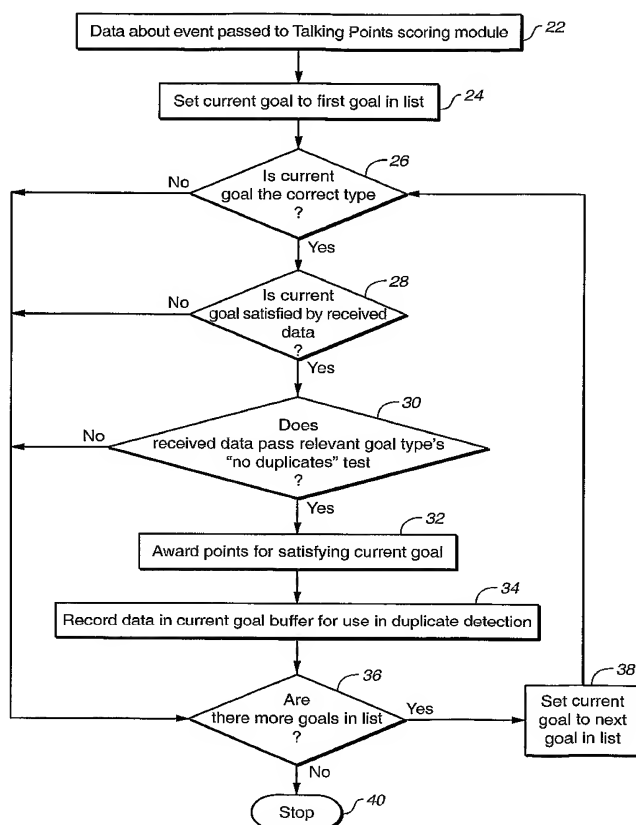
(74) Agent: **BOROVY, Roger, S.**; Fish & Richardson P.C., P.O. Box 1022, Minneapolis, MN 55440-1022 (US).

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, LY, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SM, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, LV, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

[Continued on next page]

(54) Title: METHOD OF SCORING THE PERFORMANCE OF ATTENDEES AT A MEETING



(57) Abstract: A method of scoring the performance of attendees at a meeting based upon a predetermined desired performance criteria set by a meeting organizer or sponsor. All attendees at the meeting wear electronic tags where goals for the tag-wearer's meeting performance, such as session attendance, survey completion, conversing with certain people, etc., are stored. Each goal has an associated score, and the scores also are retained in the tag. From these goals and scores, a total score is computed from the plurality of scores, the total score being indicative of the overall performance of the attendee at the meeting measured against the predetermined desired performance criteria.

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According to International Patent Classification (IPC) or to both national classification and IPC

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Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)
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C. DOCUMENTS CONSIDERED TO BE RELEVANT

| Category * | Citation of document, with indication, where appropriate, of the relevant passages | Relevant to claim No. |
|------------|--|-----------------------|
| X | US 2004/0077367 A1 (SAMA et al.) 22 April 2004 (22.04.2004), see entire document. | 1-14 |
| A | US 7,046,779 B2 (HESSE) 16 May 2006 (16.05.2006). | |
| A | US 7,080,057 B2 (SCARBOROUGH et al.) 18 July 2006 (18.07.2006). | |
| A | US 7,092,821 B2 (MIZRAHI et al.) 15 August 2006 (15.08.2006). | |

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Date of the actual completion of the international search

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